BOX 43, AUDUBON, PA 19407
(215) 631 - 9052

ARESCO ASSEMBLER/TEXT EDITOR FOR THE APPLE II

The Editor.....2
The Assembler.....18
Appendix A.....49
Appendix B.....53

Entire contents copyright © 1979, by ARESCO, Norristown PA
Reproduction prohibited.

THE EDITOR

Table Of Contents

I INTRODUCTION.....3

II SAMPLE USE OF THE ARESCO TEXT EDITOR

Loading The Editor.....4
Entering The Editor.....4
Entering The Text.....5
Listing The Text.....6
Changing The Text.....7
* Editor Command Summary.....8

III BASIC EDITOR COMMANDS

Entering The Text.....9
Correcting Text During Entry.....9
Listing The Text.....11
Adding A New Line To The Text.....11
Resequencing Lines.....12
Locating Specific Characters In The Text.....12
Exiting From The Editor.....13

IV OTHER EDITOR COMMANDS

The Status Command.....14
The Assemble Command.....14
Saving The Text On Audio Cassette Tape.....15
Reloading The Text From Audio Cassette.....15
The Query Command.....16
Changing The Prompt Character.....16
Using The Assembler/Editor with An APPLE Printer....17

INTRODUCTION

Congratulations on your purchase of the ARESCO Text Editor for the APPLE II microcomputer. The editor is an integral part of the ARESCO Assembler/Text Editor Package For The APPLE II microcomputer, and will allow you to easily input and modify text in your APPLE II system memory area.

Although primarily designed to work with the ARESCO APPLE II Assembler, any text material may be input and edited using the ARESCO Text Editor.

The ARESCO Text Editor features:

* Line numbered text entry and editing
* Single-letter mnemonic commands
* Automatic linkage to the ARESCO Assembler
* Complete compatibility with APPLE audio cassette or disk interface
* Memory independence. Text may be stored anywhere in memory, and multiple text files may reside in memory simultaneously.

To operate the ARESCO Text Editor as described in this manual, the following minimum APPLE system is required:

* APPLE microcomputer system
* 16K RAM
* Apple disk or audio cassette for program storage

SAMPLE USE OF THE ARESCO TEXT EDITOR

Loading The Editor

The ARESCO Assembler/Text Editor is loaded into APPLE memory from the ARESCO program tape, using the monitor load routines. Type 2000.3800R on the APPLE keyboard, press PLAY on the cassette unit, and then press the carriage return.

Entering The Editor

To start the editor, type 3743G on the keyboard, and press the carriage return. The editor will respond with BASE= on the screen. You should reply by typing the hexadecimal start address at which you wish your block of source text to begin. The editor will then print N OR O? on the screen, asking you if this is to be a new file or an old one. If you wish to edit text already placed in memory (from an audio tape load, for example), you would respond by typing O. For the purposes of our example, enter an N, since you will be creating a new text file. The editor will respond by printing a carriage return and line feed, and wait for you to enter the first line of source text for your file. Example 1 shows this initial dialogue. Note that throughout this document, what you type in will be underlined for clarity. Naturally, this underlining does not occur when you actually use the editor.

Example 1

STARTING THE EDITOR

3743G	Starting address of the editor
BASE=4000	Hex start address of text file
N OR O? N	Specify new text file

Entering Text

Every line of text entered into the editor must have a decimal line number between 1 and 9999. If the same line number is used twice, the new line replaces the previous line with the same line number. Here is what our sample would look like as it is typed in. Note that increments of 10 are used between each line number. This is not necessary, but it makes it easier to enter additional text lines in the future.

Example 2

ENTERING TEXT

```
10 POINTL=$FA
20 POINTH=$FB
30 VAL1
40 VAL2
50 PROG CLC
60      LDA VAL1
70      ADC VAL2
80      STA POINTL
90      LAD #00
100     STA POINTH
110     JMP START
```

Remember that you must type a carriage return at the end of each line you type in. Note that it is not necessary to include spaces (that is, more than one space) between fields. The assembler will automatically insert them later. The spaces are included in this manual for readability.

Listing the Text

To list the text you have just typed in, type the character P for Print, a space, and the character A for All. The editor will then type back all of the text which you have typed in.

Example 3
LISTING TEXT

```
P A
0010 POINTL = $FA
0020 POINTH = $FB
0030 VAL1
0040 VAL2
0050 PROG CLC
0060      LDA VAL1
0070      ADC VAL2
0080      STA POINTL
0090      LAD #00
0100      STA POINTH
0110      JMP START
*ET
```

Note that the *ET at the end of a print command signifies the End of Text.

Changing The Text

To make our sample program acceptable to the assembler, we will have to add and change several lines (the program was entered incorrectly to allow you the experience of editing it). To add a line between two existing lines, simply type a line number between the two existing line numbers, and enter the text. Notice the new lines 25, 26, and 120 in example 4.

To change an existing line, type the same line number and the new contents for that line. Notice how lines 30, 40, and 90 were changed, in example 4. Remember that a single character in a line cannot be corrected by itself; the entire line must be retyped.

Example 4

CORRECTING TEXT

```
25 *=$0000                    This is a new line
30 VAL1 *=*+1                 This is a change
40 VAL2 *=*+1                 Another change
90  LDA #00                   Correct spelling
120 .END                      New line
26 START=$1000                New line
P A                           Request printing of text
0010 POINTL=$FA
0020 POINTH=$FB
0025 *=$0000
0026 START=$1000
0030 VAL1 *=*+1
0040 VAL2 *=*+1
0050 PROG CLC
0060      LDA VAL1
0070      ADC VAL2
```